


# IMPORTANT NOTICE

## **10 MINUTE LOAD TIME**

In order to ensure fault-free loading, the programs in this pack have been recorded at low speed. The loading time for each game is therefore approximately 10 minutes and your patience is appreciated during this process.

Should you have any queries about this procedure or require help with software loading please phone direct to Ocean Software on 061-832 6633 and ask for Mr. Cowley who will be only too happy to help.



**Commodore**

**OLYMPIC  
CHALLENGE**

**ocean**®



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## LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction—PRESS the PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

### DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD " ", 8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

## PROBLEMS

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:

Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.



# MATCH POINT

Once you have mastered the skills and strategy of MATCH POINT, all that remains is to take a deep breath and step out onto the Centre Court in front of the waiting crowd.

## THE CHAMPIONSHIP

You are in the singles competition of the world's most famous tennis championship, and have the option of picking up your racket at any of the following stages:

### Quarter Finals

Suitable for all levels of experience.

### Semi-Finals

Demands increased ball control and faster reflexes.

### Finals

The peak of professional achievement. Only the very best should challenge the existing world champion, your computer opponent.

## EXHIBITION MATCH

If you would rather sit back with your strawberries and cream and watch the professionals exert themselves, then select the Exhibition Match option — but be prepared to sit on the edge of your seat! This match can be played by middle, senior or top seeded tennis stars as you wish.

## OPERATING INSTRUCTIONS

Player control is achieved by using a Commodore compatible joystick. The direction and speed of the ball are determined by the position and motion of the player and also the timing of the swing of the racket. For example, extra speed can be imparted by moving forward while swinging, and striking the ball at the end of the swing will have a different effect from striking it at the beginning. Changing from forehand to backhand is automatic where appropriate, and can be forced by pressing the fire button once.

Pause a game with key F7, or use F1 to abort the match and return to the option screen. To simply restart the current match, press F4.

## SCORING

The scoring and rules adopted in this game are those of lawn tennis, and this section is intended for those not familiar with the sport of tennis. A MATCH is played over 3 or 5 SETS and the winner is the first to win either 2 or 3 Sets respectively. A set is made up of GAMES, the winner being the first to win 6 games and have a clear lead of two games. Should the score reach 6 games each, then a TIE-BREAK is introduced to settle the set. Games are made up of POINTS and are won by the first player to reach four Points with a clear lead of two Points. Play continues until one player has a lead of two Points. The scoring for Points goes as below:

zero points	_____	love
one point	_____	"15"
two points	_____	"30"
three points	_____	"40"
four points	_____	"game"

If both players should reach "40" then the score is called "deuce" and the winner of the next Point is said to have the "advantage". Should he win the subsequent Point then he wins the Game, being two clear Points in the lead, otherwise the score returns to "deuce".

Players have SERVICE for alternate Games throughout a Set, and players change ends at the end of every odd numbered Game. TIE-BREAKS consist of ordinary points, labelled 1, 2, 3 ... etc. and the winner is the first to 7 points with a clear lead of two points, otherwise play continues till a two point lead is achieved.

# MATCH POINT

# SNOOKER

After loading, Vision's Snooker checks to automatically see if you have a joystick attached, if not it selects the keyboard as the input medium. The joystick duplicates all the functions of the keyboard. Except where you need to select an option.



The cursor keys allow you to move the Cue and the Cue Ball the "S", "K" act as the fire button if you are not using a Joystick.

## START GAME

After loading, the message 'NUMBER OF PLAYERS 0/1/2' will appear.

0 = Demo

1 = one player option

2 = two player option.

How many joysticks 0-1-2

Select the option you require, and the message 'DO YOU WANT A 15-BALL GAME Y/N' will appear. This permits you to play a full or a 10-ball game. After choosing your mode of play, the message 'PLACE WHITE BALL IN THE CIRCLE' will appear. Using the keys shown, or the joystick, position the + within the 'D' on the table plan. Ensure that the + is not touching one of the other balls. When you are satisfied about the position of the cue ball press 'FIRE', and the cue ball will appear.

## FIRST BREAK

The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the fire button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

## POTTING AND SPIN

To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball spin to take, whilst first pressing the fire button. Then release the fire button and continue to press the direction key or joystick. When you release the key the shot will be taken. If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue. If you pot a red you must then select a colour.

## SELECTING A COLOUR

After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours, and you must move this to

the colour you are going for. This is done by using the keyboard or joystick, either up and down, or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed. When all the reds are potted the computer is programmed to automatically select the colours in proper order.

## OPTIONS

When the message 'POSITION CROSS' appears there are three options available:

1. DELETE BALL FUNCTION. Key = F1.

The space bar deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross re-appears.

2. ABORT GAME FUNCTION Y/N. Key = Return/Stop.

Y starts a new game.

N returns you to the current game.

3. FOUL SNOOKER OPTION. Key = Return.

This option is only available on a two-player game. After a 'FOUL SNOOKER', press the Return key to get the instruction 'FOUL SNOOKER PASS Y/N'. If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

**Snooker (a load of balls) well judging by those words planetary physics could be described as a game of marbles. I mean the sheer joy of matching those spatial velocities, the angles of intersection. The conservation of momentum and the restitution. Just there alone you have it. Physical co-ordination, advance geometry and applied mathematics. And they try to tell me I've had a mispent youth, I couldn't have learnt as much in a three year degree course at the local Poly (some people say I wouldn't have learnt as much in a ten year course but I don't think they've got much regard for the educational system). Well they spent years trying to perfect a snooker table to play on at sea, but with this I can take it on the Shuttle (with my qualifications maybe I should) or I can play a game in the comfort of my own home. O.K. so I don't have a full scale table in front of me but then I'm not paying two grand for one (could this be a lesson in economics?) I mean all in all this has to be the best game around even the girlfriend can play. The rest of the family have also been noted having a go. So unless you're of a generous, free spirited nature guard this game with care. You never know who you'll find playing it next.**



# BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING

## WELCOME TO THE WORLD CHAMPIONSHIP

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship Boxing. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that... like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher, and introduce you to the World Championship circuit.

## THE WORLD CHAMPIONSHIP CIRCUIT

Truly an historic day in computer sports. You're probably quite anxious for a shot at Barry and the title, but so are the other boxers on the circuit. Here are some names to keep an eye on as you move up the ranks:

**Sonny Robinson;** the number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with McGuigan, so he won't be easy to beat.

**Thunder Thompson;** a newcomer to the circuit. He picked up an easy gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt.

**Lucky Lou Lyndon;** another newcomer to the circuit who has such tremendous strength that most of Lucky Lou's opponents are still nursing their bruises from their fight with him. Supporters say he has flawless style and execution.

**Flash Fenwick;** an extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)

**Bashin' Bill Snow;** a powerful fighter with many years of experience in the ring. Weakens other fighters with his incredible body blows.

**BoomBoom Barnett;** another powerhouse with a wicked right cross. BoomBoom is an imaginative fighter who often outwits better boxers—quite unusual for a powerhouse.

## BOXING STYLES

**Dancer;** likes to "stick and move." Rarely goes inside.

**Boxer;** sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.

**Mixed;** very unpredictable. Hard for your opponents to "read."

**Slugger;** no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.

**Bulldog;** likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

## GETTING STARTED

1. Plug a joystick controller firmly into PORT 1 on the right side of the computer console. Plug a second joystick into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.

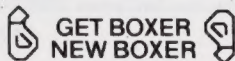
2. Push the joystick up and down to move the boxing gloves to select a ONE PLAYER or TWO PLAYER game. Press the RED FIRE BUTTON to confirm your choice.

### Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers or World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

### One Player Game

1. If you choose a ONE PLAYER game, you'll go to this screen:



Pushing the fire button will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON.

2. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

3. First you use the keyboard to type in the letters and the DELETE key to erase any mistakes. Press RETURN when you are finished.

4. Now, you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through available choices. When you're happy with your boxer point to CONTINUE and push the button to go on.

5. When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER, (rank number 10).

6. This is your fighter's PROFILE screen. When you've analyzed the information press your fire button to continue.

# BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™

7. Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push the fire button.

8. This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push the button. If you ACCEPT the challenge push the fire button to send your boxer to TRAINING CAMP.

## RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

## TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes\* and notice how they can affect the outcome of each fight:

### Endurance

\* weak \* erratic \* average \* tough \* mighty  
Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT.) Endurance goes down when you are hit and when you miss! The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! ENDurance is indicated in the corners of the fight screen.

### Stamina

\* sluggish \* slow \* average \* quick \* lightning  
The "toughness" register. Stamina may be thought of as a percentage. When a boxer rests between rounds he gets back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

### Strength

\* feeble \* weak \* average \* strong \* awesome

This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw—hit or miss—will drain your strength register.

### Agility

\* poor \* average \* good \* massive  
Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

**Road Work;** hitting the road has a tremendous impact on your endurance and helps build strength and agility.

**Light Bag;** the light bag is an agility builder. It also helps produce stamina.

**Weights;** pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

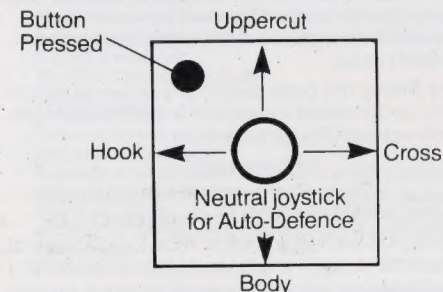
**Spar Time;** practice in the ring will build all your registers but is especially good at boosting your stamina.

**Heavy Bag;** punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

To train your boxer simply move the glove to an area and press the joystick button. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press the button.

## FIGHT TIME

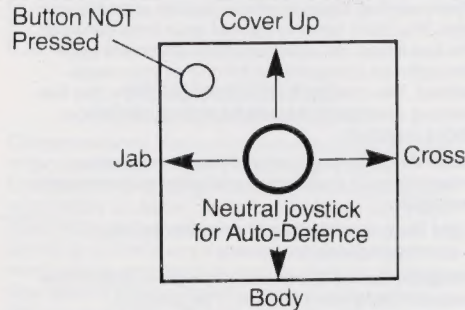
To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



Punches that are only effective INSIDE  
(Boxers are close together)



# BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™



Punches that are only effective OUTSIDE (Boxers are further apart)

## OFFENCE

**Jab;** the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

**Hook;** the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

**Uppercut;** the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

**Cross;** the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

**Head shots – Jab, Hook, Uppercut and Cross – will always connect unless blocked by coverup or because the punches were not delivered from the right range.**

**Body Shots;** the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

## DEFENCE

**Coverup;** the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

**Auto-Defence;** leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

## SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.
2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan... personalized artificial intelligence makes each boxer uncannily lifelike.
3. Create your own boxer... choose race, style, look and image.
4. Take your boxer to training camp to fine-tune his skills... light bag, heavy bag, road work, and more.
5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.
6. Realistic ringside atmosphere... from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

## TIPS FOR STARS

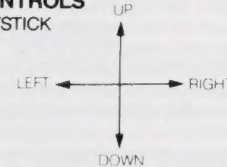
We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies mid-bout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.
2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.
3. A good defensive strategy if you are INSIDE and in COVERUP is to push your button. Your boxer will throw an uppercut and go right back to COVERUP.
4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push the joystick button because the boxers are definitely INSIDE.
5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.
6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more, so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

# Daley Thompson's SUPER-TEST

Daley Thompson's Supertest is an eight event game. You have four lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

## CONTROLS JOYSTICK



## KEYBOARD

Controls duplicate joystick operations as follows: Each relates to whole row:



## Day One

1. Pistol Shooting
2. Cycling
3. Spring Board Diving
4. Giant Slalom

## PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the cross-wires at the centre. Points are awarded for accurate shooting (600 for a bullseye).

There are three chances to qualify and you are allowed 10 shots per qualification round.

## HINT

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

## CYCLING

Wait for the starting gun – you're off; now alternate the running keys (or joystick) for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina).

## SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated left/right key depressions will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- (a) Take Off
- (b) Number of somersaults
- (c) Dive finish
- (d) Overall grace

## HINT

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra

height for more somersaults. Overall grace depends on the position of entry into the water.

## GIANT SLALOM

Wait for the green starting light.

Push off is automatic, then control skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify).

## HINT

Skiing directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slopes as these can prove fatal.

## Day Two

1. Rowing
2. Penalties
3. Ski Jump
4. Tug O'War

## ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points).

## PENALTIES

Your player will run towards the spot, use alternative left/right keys to build up the power for the shot.

When the ball is reached, press fire to kick. The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed.

You have 5 shots and to qualify you must score 3 goals.

## SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time.

As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better).

As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall!

You have 3 chances to qualify.

## TUG O'WAR

First choose your opponent (point with the cursor arrow and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen. Now to do "Battle" – Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

## GOOD LUCK



# HYPER SPORTS

## CONTROLS

Keyboard:  
LEFT SHIFT OR ? - LEFT  
RIGHT SHIFT OR Z - RIGHT  
SPACE BAR - FIRE  
JOYSTICK - PORT 1 OR 2

Note: In the case of any difficulty experienced in joystick control the keyboard controls may be used at any time during play, even if joystick has been used.

## PLAYING

Pit your skills and agility against the computer and the clock - in order to progress to the next event you must qualify (ie achieve game - scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

## SWIMMING

Wait for the starting gun - racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the prompt and then press the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop. Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

## SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate hops up! Good shooting.

## LONG HORSE

Now test your ability as a gymnast - press the fire button to run the springboard, then again when you're on it - Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

## ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bulls-eye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint - try to get as close to a 5° angle as possible.

## TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is automatic, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

## WEIGHT LIFTING

Now for the final test - a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when WEIGHTS flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight. Congratulations you've completed all the events now check your score and see if you can do better next time - Good luck.

# HYPER SPORTS

# WORLD SERIES BASEBALL

## GETTING STARTED

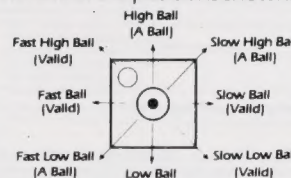
- F3 One player port 1
- F5 Two player port 2
- F7 Option selected
- F3 Team colours
- F5 Team colours
- F7 Start game
- G From beginning

## PLAYING

As in real baseball your aim in World Series Baseball is to outscore your opponent in 9 innings (extra innings if drawn on 9th innings).

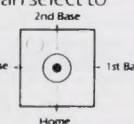
## PITCHER THROW

When pitcher appears you may select type of ball you wish to pitch by positioning the joystick in one of the positions shown.



## PITCHER'S STEAL

One of the batting side on the pitch may attempt to 'STEAL' a run. As you are the Pitcher you can decide, using your own skill and judgement, whether or not to pitch your ball to the base which you think the opposition may try to 'STEAL'. This option can be selected when SELECT STEAL OPTION appears on the screen. By then positioning the joystick and pressing the FIRE button you can select to which base you wish to pitch in order to 'OUT' your opposition. Pitching a ball using the STEAL OPTION does not count as a BALL.



## BATTER and RUNNER

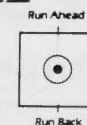
A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on.

If a batter hits a fair ball he is forced to run. Once the ball has been thrown you may select a batting speed. Hold the joystick in the position required and press the fire button to swing the bat.



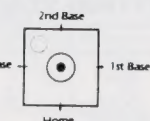
## RUNNER STEALS

The players of the batting side on the pitch may 'STEAL' a run by running to the next base when 'SELECT STEAL OPTION' appears on the screen. Hold the joystick in position required, press and release fire button.



## FIELDERS

Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball. To throw a ball to another fielder move the joystick to the required position, press and release the fire button.



## SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when 'OUTFIELD OUT' and 'OUTFIELD IN' appears on the screen. 'OUTFIELD OUT' positions fielders for wide fielding and 'OUTFIELD IN' positions your fielders for close fielding.



## STATUS and SCORING

**STRIKE** - a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

**BALL** - a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

**OUT** - catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

**BATTING ORDER** - Visitors bat top of innings; home-team or computer bats bottom of innings.

**RUNS** - Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied after 9 innings, extra innings will be played until one team wins.

**Get a feel for pitching, hitting, running throwing, fielding and catching. The shadow of the ball will help you judge where the ball is headed. World Series Baseball is easy to pick up but tough to master, especially against the computer team. Have fun with World Series Baseball - it's designed to be fun for beginners and advanced players alike. If you have tips or strategies for other players just drop us a note - we would love to know how your major league dream is coming along.**



# MATCH DAY II

## MATCH DAY II

MATCHDAY II is an all action arcade soccer simulation featuring variable strength volleys, lob, backheels and ground shots, jumping headers, barging, diving keepers, variable tactics and the highly accurate diamond deflection system. You may compete against your friend or against a computer team, alternatively you and your friend may team up against the computer.

## GETTING STARTED

To get started quickly, load the game and press **C** three times, this will get you onto the pitch, you may now start playing.

The game may be played using a joystick in port 2 or the following keys:

- LEFT
- RIGHT
- F1 - UP
- F3 - DOWN
- F7 - KICK/JUMP

## THE MENU SYSTEM

Use any key other than **C** to move the cursor. Use **C** to select the entry indicated by the cursor.

Please note that when the instructions refer to TEAM 1 they mean the team that starts at the left end.

## JOYSTICK MENU

This menu only appears when you first load the game so try not to make any mistakes as it will mean you have to reload it.

- (a) One joystick in port 2 - Selected if only one joystick is used. If two player game is then selected, player two will have to use keys (see keys menu).
- (b) Two joysticks - Selected when both player one and player two will be using joysticks.
- (c) No joystick - Selected when no joysticks at all are available. Both players will have to use keys (see keys menu).

## MAIN MENU

Near the bottom of the screen, the last result is displayed.

- (a) 1 PLAYER MATCHDAY You play soccer against the computer.
  - (b) 2 PLAYER MATCHDAY You and a friend play against each other.
  - (c) TWIN PLAYER MATCHDAY You and a friend team up against the computer.
  - (d) MATCHDAY CUP You and up to seven friends may take part in a three round cup competition.
  - (e) MATCHDAY LEAGUE You and up to seven friends may take part in a league championship.
  - (f) KEYS AND OPTIONS Access numerous options and facilities.
- Before you kick off each half, you may use the handicap system (Not available for cup or league matches).
- (a) START HALF Kick off.
  - (b) SCORE TEAM ONE 0 Give team 1, goal advantage.
  - (c) SCORE TEAM TWO 0 Give team 2, goal advantage.

## PAUSE MENU

This menu may be selected only during the match by pressing "RUN/STOP".

- (a) RETURN TO MATCH Restart the game.
- (b) QUIT MATCH Quit match and return to main menu.
- (c) TACTICS SELECTION Select tactics menu.

## KEYS AND OPTIONS MENU

This is accessed from the main menu.

- (a) QUIT MENU Return to keys, and options menu.
  - (b) MATCHDAY OPTIONS Access various match options.
  - (c) PLAYER 1 KEYS Access the user definable key menu for player one.
  - (d) PLAYER 2 KEYS Access the user definable key menu for player two.
  - (e) TEAM NAMES Change the team names.
  - (f) TACTICS SELECTION Select tactics menu.
  - (g) COLOUR SCHEME Select team and pitch colours.
- N.B. To view the colour scheme option, press **C**.

## MATCHDAY OPTIONS MENU

Each option in this menu may be selected, and then changed by pressing ENTER.

- (a) QUIT MENU Return to keys, and options menu.
- (b) SOUND LEVEL (HIGH/LOW/OFF)
- (c) TIME EACH HALF (5/10/15 MINUTES)
- (d) KICKOMETER (ALL/FWD/HARD/SHOOT) See the kickometer on the kickometer for a full explanation.
- (e) COMPUTER MATCHES (UNATTENDED/ATTENDED) Decide whether to watch games you are not taking part in.
- (f) COMPUTER SKILL (LOW/MEDIUM/HIGH)

- (g) KEEPER 1 (HUMAN/COMPUTER) You may delegate control of your keeper to the computer.
- (h) KEEPER 2 (HUMAN/COMPUTER)

## PLAYER 1 & 2 KEYS MENU

It is important to utilise this function properly - Please read the screen prompts.

- Step (a) Move cursor to highlight the required control on which the keys are to be changed.
- Step (b) Press **C** (clears all current keys).
- Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the **C** key then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). (This involves pressing **C** twice).
- Step (d) When all keys are selected press **C**.
- Step (e) If you want to change more controls then start again at Step (a), otherwise move the cursor to QUIT MENU and press **C** to return to the keys, and options menu.

The default controls have been defined as follows:

In two player mode if both players are using keyboard:

- PLAYER 1
- LEFT Left cursor key
- RIGHT Right cursor key
- DOWN F3
- UP F1
- KICK/JUMP F7

- PLAYER 2
- LEFT
- RIGHT
- DOWN S
- UP E
- KICK/JUMP SPACE

In two player mode if player 1 is using joystick (Port 2):

- PLAYER 2
- LEFT
- RIGHT
- DOWN L
- UP P
- KICK/JUMP SPACE

The Commodore joystick ports are interactive with the keyboard. When 1 or 2 joysticks are selected certain keys are not available.

## TEAM NAMES MENU

You may change any of the eight team names by moving the cursor, pressing **C**, and then typing your new team name. Press **C** again when you have finished.

The top menu option is QUIT MENU, this will return you to the keys, and options menu.

## TACTICS SELECTION MENU

QUIT MENU This will return to either the pause menu or keys, and options menu.

(ATTACKING/DEFENSIVE) Push your men up front to go for goal or pull them back to shore up your defence.

TEAM 2 (ATTACKING/DEFENSIVE)

## MATCHDAY CUP & LEAGUE MENUS

The menus for cup & league competitions are fairly similar, and will be dealt with together.

At the top of each menu, just under the heading, the next feature is printed. If there is no feature then the competition has ended, and you will have to start a new one.

Near the bottom of the screen is the CUP/LEAGUE CODE NUMBER. This changes as you progress through a competition. The number may be typed back in, at any time to resume the current position in the competition.

The computer skill level only sets the minimum level for cup and league matches, at changing the cup semi links the minimum skill level will be MEDIUM, and during the final it will be HIGH. In the league championship different teams play at different skill levels.

Please note that if the result of a cup game is a draw, after extra time, you will have to play a replay.

## PLAY FIXTURE

Play the current fixture. When the game has finished, the cup/league table is shown, pressing any key at this stage will return you to the main menu. This means that you may intermix leagues, cups, and friendly matches.

CONTROL (Comp V Comp / Comp V Human / Human V Comp / Human V Human / 2 Humans V Comp / Comp V 2 Humans)

You may select what to control, and even change your mind.

mid competition. If Comp V Comp is selected, they will not be shown unless you have changed the COMPUTER MATCH option (Matchday options menu) to ATTEND. If you do not watch, you will be shown the cup/league table immediately.

## VIEW CUP/LEAGUE TABLE

This will display the appropriate table.

## START NEW CUP/LEAGUE

This will wipe all results in the current competition, and start a new one. A new random draw is made in the case of cup competitions. The cup/league table will be displayed after this.

## START OLD CUP/LEAGUE

Access the menu that permits you to type in, an old code number.

## QUIT MENU

Returns to main menu.

## START OLD CUP/LEAGUE MENUS

## QUIT MENU

Returns to cup or league menu.

# MATCH DAY II

## CODE

Selecting this will produce a screen prompt and a cursor. Type in a previously written down code number and if you get it correct you will be shown the appropriate table before returning to the cup/league menu. If you mistype it, a screen prompt will inform you and you give you a chance to have another try.

## PLAYING THE GAME

Deadball situations. (Centres, throws, corners, goal kicks).

The player taking the kick/throw will automatically run to the ball, pressing the fire key sends the ball to one of nine positions. The positions are selected by pressing the joystick the way you want the ball to go. For instance, at a centre taken by the left team, pressing the joystick right will result in a long kick to the right, pressing left results in a short kick, pressing up sends the ball to the far side of the pitch, pressing down to the near side etc. A different set of nine is provided for each deadball situation.

Please note that the kickometer has no effect on these kicks and throws.

Controlling a player. You have control of the player in the best position to get the ball, when the ball is kicked you gain control of the player nearest the landing spot, however, when control swaps from one player to another, you will, for a short time, control both players to give you a better chance in the case of a rebound. The player you control will have a miniature copy of the kickometer just above his head.

Getting possession. If the ball hits your player below his knees, he will gain possession. This means that your player will automatically dribble the ball. Please note that a player will run slower while he is in possession. To gain possession of the ball you must see its path and time your interception so that the ball arrives at your feet. To trap a bouncing ball, you must keep your eye on its shadow, and stand where you estimate the point that the ball and shadow will meet (ie. where the ball bounces). Note that the size of its shadow changes size according to the balls height.

The kickometer. The kickometer determines the kick pressure, where III is very hard, II is medium, I is very soft and -I is a backheel.

The range of the meter may be altered from the MATCHDAY OPTIONS menu.

(a) All kicks All forward kicks, and the backheel.

(b) Fwd kicks All forward kicks (default value).

(c) Hard kicks The meter just uses II and III.

(d) Kick II The meter is fixed at II.

(e) Kick III The meter is fixed at III.

Please note: When you play twin player matchday, the two players under control are indicated by two different miniature kickometers. Player two controls the man with the double kickometer.

Kicking the ball while in possession. Pressing fire while in possession will kick the ball. If your player is standing still, he will kick along the ground, if he is running, he will do a job. The final pressure is determined by the kickometer.

Locking the kickometer & volley shots. If you press and hold your fire key, you will lock the kickometer reading for your team, this means that if your player contacts the ball, he will instantly volley the ball. The volley is a low, hard shot, ideal for shooting at goal. The final pressure of the shot is determined by the locked kickometer (shown above your player's head).

Jumping. If the ball is above waist height, and fairly near your player, he may jump by pressing the fire key. While in the air, he is out of your control.

The keeper. The keeper will automatically get in a good position to save any possible shot. You get control of the keeper if the ball is coming towards the goal, pressing the fire key will make the keeper dive. Pressing up on the joystick will dive him towards the far post, pressing down, towards the near post, and he will dive straight up if the joystick is left in the middle.

If playing twin player matchday, control of the keeper always goes to player one. When you get control over the keeper, you retain control over the nearest player. It is possible to delegate control of your keeper to the computer, this is done on the MATCHDAY OPTIONS menu.

# DALEY THOMPSON'S DECATHLON

## DALEY THOMPSON'S DECATHLON

Daley Thompson's Decathlon simulates all 10 events in this gruelling test of skill and stamina and requires a Commodore compatible joystick for control.

## PLAYING

The most gruelling event in the history of the Olympiad - all ten events are reproduced and each builds up the points necessary to gain the winners medal.

1st Day - 100 metres, Long jump, Shot-put, High jump and 400 metres.

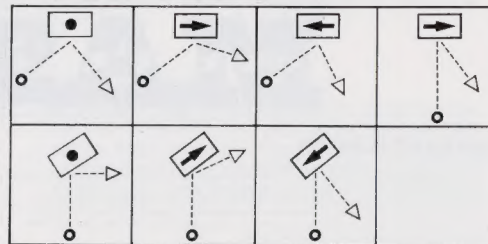
2nd Day - 110 metres Hurdles, Discus, Pole-vault, Javelin and finally the energy sapping 1500 metres.

## CONTROLS/STRATEGY TIPS

All running events and the Javelin require continuous left to right joystick movement to increase speed. For Hurdles press fire button to jump.

Barging. You may shoulder barge players at force, however when playing the computer team on the HIGH skill level, you will find they are very good at holding their ground and even barging back.

Diamond deflection system. (DDS). The DDS has been incorporated to provide maximum realism when the ball deflects from a player. In practice the ball responds not only to the angle the player is standing and the ball direction, but also to the direction he is moving, including if he is jumping, and also detects his forehead for extra control. The following diagrams show some sample deflections. The arrows inside the men indicate the way they are running.



## HINTS AND TIPS

Use 2 PLAYER MATCHDAY to get the hang of passing and receiving the ball and to test the various corners, centres, goal kicks and throws.

To keep track of the ball while it is in the air, it is important to keep your eyes on its shadow. When using the kickometer on ALL KICKS, try locking it on backheels when you run into a tackle.

Get used to using volleys, in particular, you may move into attack very quickly using volleys and a zig-zag route up the field.

For the ultimate challenge, play the computer team with skill set to 'HIGH', the kickometer set to 'ALL KICKS' or 'FWD KICKS', computer tactics set to 'ATTACKING' and your keeper control set to 'HUMAN'.

## MATCHDAY II

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The keeper. The keeper will automatically get in a good position to save any possible shot. You get control of the keeper if the ball is coming towards the goal, pressing the fire key will make the keeper dive. Pressing up on the joystick will dive him towards the far post, pressing down, towards the near post, and he will dive straight up if the joystick is left in the middle.

If playing twin player matchday, control of the keeper always goes to player one. When you get control over the keeper, you retain control over the nearest player. It is possible to delegate control of your keeper to the computer, this is done on the MATCHDAY OPTIONS menu.

The Long jump and the three throwing events:- Try to achieve a launch of as near to 45° and as close to the take-off line as possible. The Pole-vault:- Get as close to 90° as you can but not past this angle. The High jump:- Press the fire button and release to approach the bar, press fire button then release when you judge the position to be right, press fire button again to fall. (The fire button is used 3 times). GO FOR GOLD! GOOD LUCK!

## STATUS AND SCORING

On-screen scoring shows the number of attempts made, points scored, word records, qualifying times and distances. (Points are dependant on reaching qualifying times.)



# BASKET MASTER

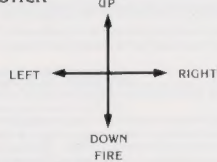
## BASKET MASTER

Basket Master... the latest sports blockbuster! An all-action bonanza as you face either the computer or take on your friends in a frantic head-to-head tussle with one of the fastest sports around. Stay on your toes as you dribble the ball down the court, your opponent hot on your heels, then with a steady hand and a keen eye shoot for a basket. It's fast, it's furious, it's fun. Defend your zone, tackle your opponent, race against the clock as your run, turn, leap then slam-dunk the ball through the net. Watch your moves in slow motion replay and hear the crowd go wild. It's 3-D action all the way with brilliant high-resolution graphics and stunningly authentic sound effects in this superb sports simulation from Imagine. Go for it! Be a Basket Master!

### CONTROLS

The game is controlled by joystick

#### JOYSTICK



### PLAY OPTIONS

#### ONE PLAYER

You must play against the machine, which simulates professional basketball style of play.

#### TWO PLAYERS

You can compete against your friends and test your skills in Basketball.

#### LEVELS

You are allowed to select one of three game levels: BEGINNER, AMATEUR or NBA. (It is very difficult to win on this last level.)

#### CHANGE NAMES

Enter your name into the left court. (If two players take part, into whichever side you are playing.)

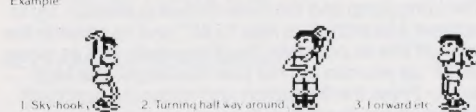
### CONTROL OF THE PLAYERS

#### ADVANCE AND DIRECTION

The joystick makes the player advance in the desired direction. So if the player isn't carrying the orientation of his body will coincide with the direction in which he advances. However if the player is carrying the ball the orientation of his body doesn't change, but he will move in the chosen direction, thus being able to keep the ball away from the opponent. If when carrying the ball you wish to change the orientation of the player's body press the joystick in the direction chosen and, right after, without letting the joystick go, press the FIRE button. Once the player has reached the desired orientation release the fire button.

#### THROWING

When you have the ball you can throw towards the basket in the following manner: Pressing the fire button only the player will jump, with a second press the player will throw the ball in the way best suited to the orientation of his body.



#### SLAM DUNKS

To perform a slam dunk it is necessary to be in the zone directly under the basket. By pressing the fire button the player will rise until he slams the ball in the basket. While rising decide which type of slam dunk you want to perform by using the joystick.

#### STEALING THE BALL

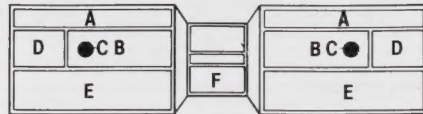
In order to take the ball away from the opponent, approach him, pressure him, watch his movements and, at the moment he isn't covering the ball, snatch it away by pressing the fire button.

#### REBOUNDS

To capture a rebound you must pay close attention to the shadow of the ball in order to detect where it is going. Jump up and capture the ball using the fire button.

### STRUCTURE OF THE SCOREBOARD

- A. Energy bar indicates the physical state of the player.
- B. Personal foul counter indicates how many fouls a player has committed.
- C. Indicates how close the ball is to you when a ball appears it means that you are in an ideal position to capture it.
- D. Scoreboard counter keeps track of each player's points.
- E. Message area indicates the name of the player who has committed foul and type of foul.
- F. Chronograph times the 5 minutes of each period.



### PLAYING STRATEGIES

#### STEALING THE BALL

Cover the ball when attacking right after stealing it, thus preventing the opponent from getting it back.

#### DRIBBLING

Controlling the orientation of the player's body will allow you to change direction and thus dribble the ball away from the opponent and gain a good position for throwing.

#### COVERING THE ZONE

The computer simulator's strong point is slamming the ball down the basket when in the zone. To avoid this, cover the zone and force him to throw from farther away.

#### INTERCEPTING THE BALL

Pay attention to your opponent when he throws from far away. Get near him, jump and you will intercept an otherwise sure basket.

#### TIREDDNESS AND ENERGY

Take advantage of your moments of maximum energy and recover your strength when you are feeling weak. Try to tire out your opponent. The effectiveness of your throw is determined in part by tiredness, and remember, you can't perform a slam dunk if you are tired out. Keep an eye on the bar on the scoreboard indicating your energy level.

### INFRACTIONS

The software recognises the following infractions:

1. Travelling back court
2. Out
3. Personal fouls — avoid committing any of them

### PERSONAL FOULS

They can be committed when attacking or defending. When attacking you must avoid contact with the opponent when approaching the basket. Be careful with slam dunks when the opponent is defending his zone. When defending you must avoid stealing the ball if it is properly covered by the opponent and never pressure from behind.

### ACTION REPLAYS

Whenever a slam dunk takes place the repetition of the play will appear in close up and slow motion.

### HALF-TIME, STATISTICS AND END OF THE MATCH

The match is made up of two periods of 5 minutes, playing time with a half time rest. During the half time and at the end of the game a statistical table with percentages and results of each player will appear on the screen. The game can also end when one of the players is expelled because he has committed too many fouls, which means that even if you're ahead on the scoreboard, you still lose. GOOD SHOOTING!



# INSTRUCTIONS

## THE GAME

You're in for the workout of your life. 6 gruelling events await you: 100-Meter Dash, Long Jump, Javelin Throw, 110-Meter Hurdles, Hammer Throw and the High Jump.

You can play alone, or against up to 3 other players.

You can choose 4 levels of difficulty: Easy, Normal, Difficult or Awesome. You can play the whole game or just one event.

But keep in mind that your real opponent is yourself.

You have to make the qualifying time or distance in each event to move on. Otherwise, it's all over.

## GETTING STARTED

Once the game has been loaded, press the F1 key to call up the option selection screen. From this screen, use F1, F3 and F5 keys to select:

LEVEL OF DIFFICULTY: Easy, Normal, Difficult, Awesome

NUMBER OF PLAYERS: 1 to 4

NUMBER OF JOYSTICKS: 1 or 2. When only one joystick is used, it must be plugged into Port 1, and all players must use it. In the 2-joystick mode, the odd-numbered players (1 and 3) play off Port 1, the even players (2 and 4) play off Port 2.

SINGLE EVENT OR WHOLE GAME: If you select "Game", you must meet the qualifying time or distance in each event before moving on. If you select a single event, you'll keep playing the same one over and over, like an athlete in practice.

## THE EVENTS 100-METER DASH

The contest is raw speed, but it's not as easy as it looks. How fast you run depends on how fast you move the joystick from left to right and back again — back and forth, as fast as you can. *Qualifying time (normal difficulty): 13.00 seconds*

## LONG JUMP

Build your speed by moving the joystick back and forth as fast as you can, then hit the FIRE button, and off you go! Distance is determined by your point of departure and the angle of your jump — the longer you hold the button, the higher the angle. (A 40-45 degree angle is ideal.) *Qualifying distance (normal difficulty): 7.00 meters.*

## JAVELIN THROW

Once again, build your speed by moving the joystick back and forth, then time your release with the FIRE button. Watch the angle of your throw — keep the FIRE button pressed long enough to reach 40 degrees.

*Qualifying distance (normal difficulty): 72.50 meters*

## 110-METER HURDLES

A track and field classic, the ultimate combination of speed (joystick motion, as above) and timing your jumps (FIRE button). So be quick, but be careful — one missed hurdle, and you're history! *Qualifying time (normal difficulty): 13.50 seconds.*

## HAMMER THROW

A truly dizzying event! Moving the joystick back and forth starts you spinning — the faster you spin, the more power you build. But don't spin too many times, or you'll foul — so time your release point and make your throw using the FIRE button. Again, the angle is crucial — 40-45 degrees is ideal. *Qualifying distance (normal difficulty): 77.00 meters.*

## HIGH JUMP

The toughest challenge of all — the one that separates the men from the boys. Start by moving the joystick back and forth until you start moving — after that, the computer controls the speed of your approach. Which leaves you free to concentrate on the timing and angle of your jump — which is controlled by hitting the FIRE button again and again. *HINT: Don't get frustrated — it'll take several tries before you find the timing and angle that's right for you.*



# CREDITS

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